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This is a fully automated service that provides
hints and tips for many Activision games.

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Please ask the permission of the person
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Please note this service is available only in the UK*.

* Details correct at time of print

XBOX

LIVE ONLINE ENABLED

SOLDIER OF FORTUNE®
II
DOUBLE HELIX™

ACTIVISION
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RAVEN

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ACTIVISION®

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

• sitting farther from the television screen,
• using a smaller television screen,
• playing in a well-lit room, and
• not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

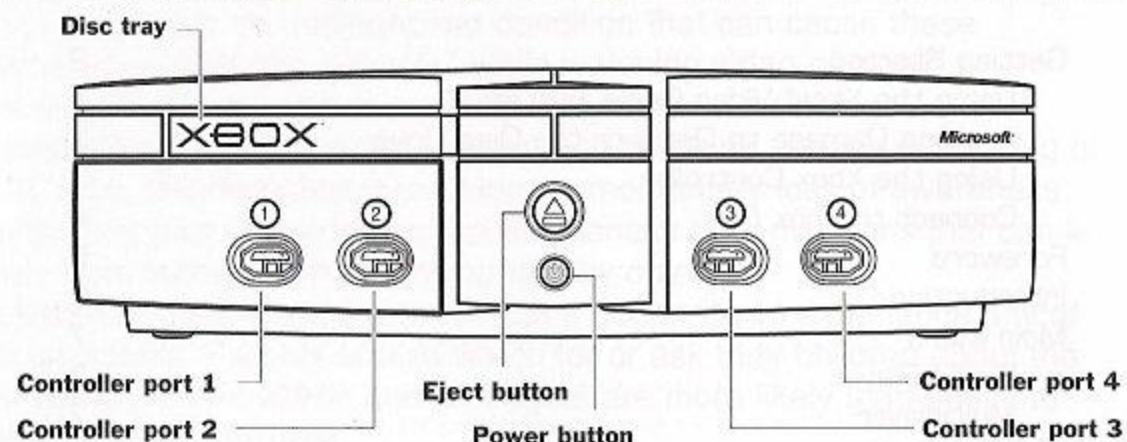## Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Unauthorised copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

CONTENTS

GETTING STARTED

Disc tray

```
┌─────────────────────────────────────────────┐
│  [XBOX]                          Microsoft·   │
│                                               │
│   ①      ②        △        ③      ④         │
│  [▭]    [▭]               [▭]    [▭]         │
│                  ⏻                            │
└─────────────────────────────────────────────┘
```

Controller port 1
Controller port 2
Eject button
Power button
Controller port 4
Controller port 3
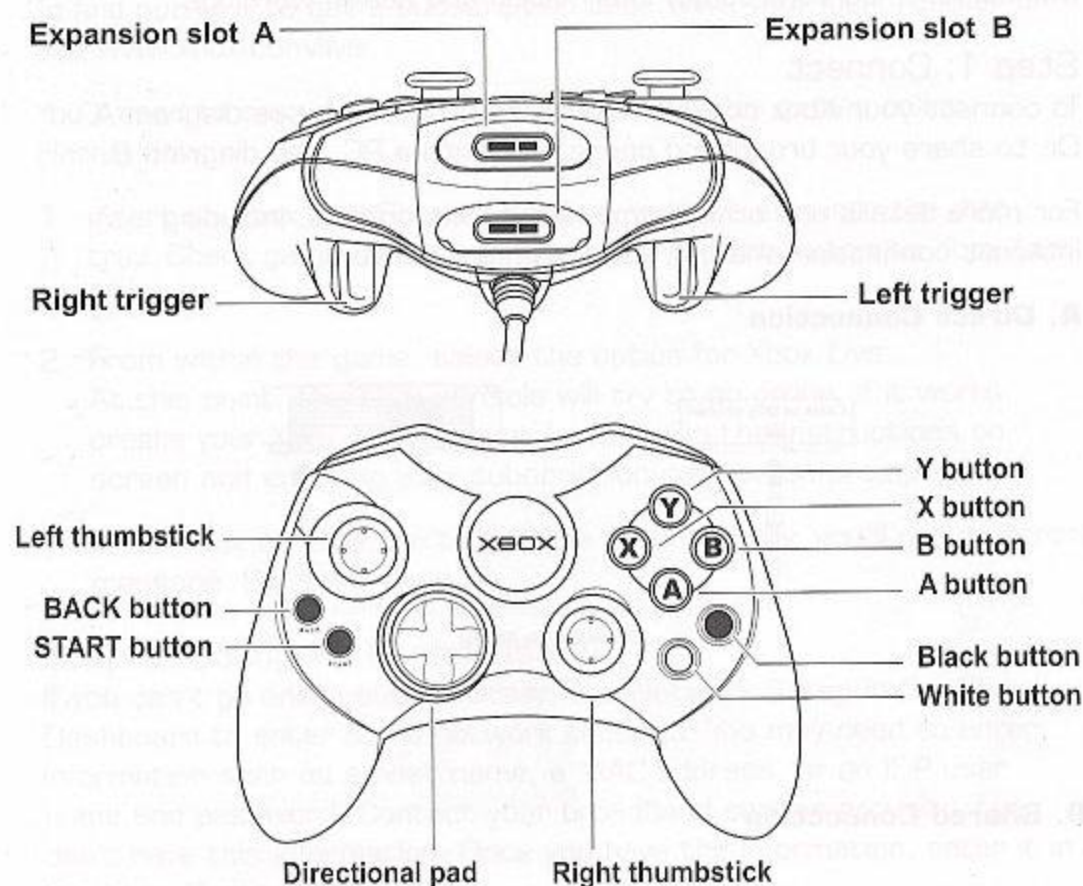
Using the Xbox™ Video Game System

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.

2. Press the power button and the status indicator light will light up.

3. Press the eject button and the disc tray will open.

4. Place the *Soldier of Fortune® II: Double Helix™* disc on the disc tray with the label facing up and close the disc tray.

5. Follow on-screen instructions and refer to this manual for more information about playing *Soldier of Fortune® II: Double Helix™.*

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

• Insert only Xbox-compatible discs into the disc drive.

• Never use oddly shaped discs, such as star-shaped or heart-shaped discs.

• Do not leave a disc in the Xbox console for extended periods when not in use.

• Do not move the Xbox console while the power is on and a disc is inserted.

• Do not apply labels, stickers, or other foreign objects to discs.

2

Using the Xbox Controller

Expansion slot A
Expansion slot B
Right trigger
Left trigger

Left thumbstick
BACK button
START button
Directional pad
Right thumbstick

Y button
X button
B button
A button
Black button
White button

1. Connect the Xbox Controller into any controller port on the front of the Xbox console.

2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.

3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Soldier of Fortune® II: Double Helix™.*
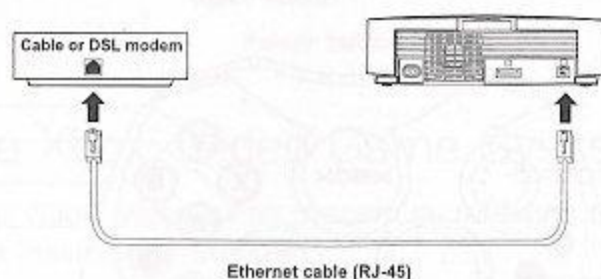
3

Connect to Xbox *Live*

Important! Before using this product, read the Xbox Instruction Manual for important safety information and health warnings.
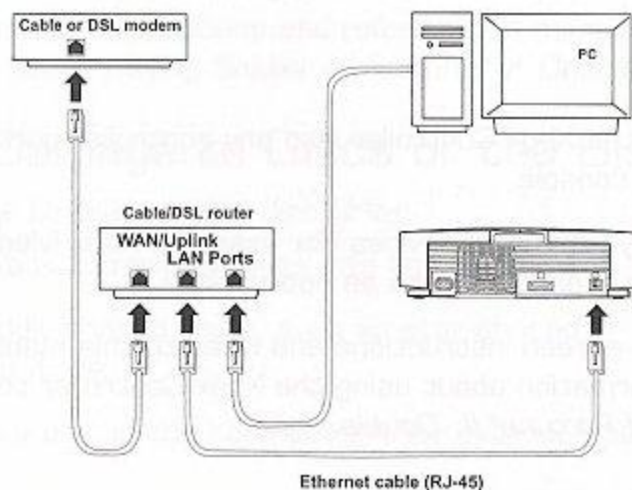
Step 1: Connect

To connect your Xbox console directly to broadband, see diagram A. Or, to share your broadband connection with a PC, see diagram B.

For more details and other home networking options, including Internet connection sharing, see www.xbox.com/live.

A. Direct Connection

Ethernet cable (RJ-45)

B. Shared Connection

Ethernet cable (RJ-45)

Step 2: GoLive

Important! Xbox *Live* is a subscription service. You will need a subscription code to set up an Xbox *Live* account and play online. To find out how to get a subscription code, visit your local retailer or see www.xbox.com/live.

You'll need to set up an Xbox *Live* account to play games online. Here's how:

1. Insert an Xbox *Live* Starter Kit disc or game disc into the disc tray. Check game packaging to see if the game supports Xbox *Live* play.

2. From within the game, select the option for Xbox *Live*. At this point, the Xbox console will try to go online. If it works, create your Xbox *Live* account by following the instructions on screen and entering your subscription code when prompted.

   If the Xbox console can't go online automatically, you'll get an error message. Go on to Step 3.

Step 3: Configure (if necessary)

If you can't go online automatically, use Network Setup in the Xbox Dashboard to enter some network settings. You may need to enter information such as a host name, a MAC address, or an ISP user name and password. Contact your broadband service provider if you don't have this information. Once you have the information, enter it in the Xbox Dashboard.

Need More Help?

Should you have any problems connecting to the Xbox *Live* service, do not attempt to take apart, service, or modify the Xbox console or peripherals in any way. Doing so could present the risk of serious injury or death from electric shock or fire and will also void your warranty. For additional assistance see www.xbox.com/live or call the Customer Support number:

- UK Product Support Services: 0800 587 1102

- TTY (Text Telephone) users (requires special equipment for hard of hearing): 0800 587 1103

FOREWORD

Thank you for purchasing *Soldier of Fortune® II: Double Helix™* for Xbox. This manual will provide you with everything you need to know to play the game and fully enjoy the *Soldier of Fortune® II* action experience.

It should be noted that *Soldier of Fortune® II: Double Helix™* is a realistic depiction of modern combat and warfare. As a result, this game contains scenes that may not be suitable for all audiences. If you do not wish elements of a violent or graphic nature to be displayed while playing *Soldier of Fortune® II: Double Helix™*, we have provided controls with which you can adjust the level of violence in the game. Use of these controls is explained in this manual.

Raven Software and Activision are constantly striving to provide you, the gamer, with the best gaming experience possible. We hope you enjoy playing *Soldier of Fortune® II: Double Helix™* as much as we enjoyed making it. Visit us on the Web at http://www.activision.com and let us know what you think. We look forward to hearing from you. Have fun!

INTRODUCTION

You are John Mullins, a professional consultant with a long combat record and a reputation for getting the job done when the world's governments can't. After a long and distinguished career in the Army's Special Forces, you're now in business for yourself, taking most of your contracts from a secret organisation known only as The Shop. Together with your old friend Sam Gladstone and your partner Madeline Taylor, you combat terrorism around the globe.

You've learned that a bloodthirsty worldwide terrorist organisation has developed a deadly genetic virus and is threatening to unleash it on the world unless their demands are met. Your mission: root out the terrorist organisation, uncover their secret plans, put a stop to their operation and bring their leader to justice.

Failure is not an option.

MAIN MENU

Now that you have set up your Xbox video game system and properly inserted the disc, the Main Menu screen appears with the choices described below.

Single Player

There are three selections to choose from:

• Double Helix™

Play as John Mullins in a single player campaign to rid the world of an evil bioterror conspiracy. More information on playing Double Helix™ can be found on page 10.
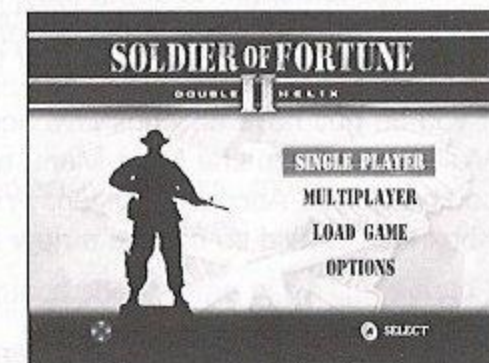
• Random Mission Generator

Soldier of Fortune® II: Double Helix™ allows you to experience even more heart pounding action by using our Random Mission Generator, which generates a totally unique mission based on the parameters you set. More information about the Random Mission Generator can be found on page 10.

• Play Tutorial

The tutorial level is a tactical training course that covers all of the basic game elements of *Soldier of Fortune® II: Double Helix™*, including movement, weapons training, mission objectives and an explanation of items and equipment. Playing through the tutorial level is highly recommended.

Multiplayer

This option will allow you to choose the type of multiplayer action you want to start. You can link up for battle through System Link or engage in combat with your online community of fellow *Soldier of Fortune® II: Double Helix™* players using Xbox *Live*. Both System Link and Xbox *Live* support multiple game types: Deathmatch, Team Deathmatch, Infiltration, Elimination, Demolition or Capture the Flag. Not all of the play modes are available on all of the maps. See Multiplayer Game Types on page 24 for more information.

• Play Online

If you have signed up for an Xbox *Live* account, you can join or create your own matches over the Internet. Full information on connecting your Xbox video game system to the broadband modem can be found in the Xbox *Live* Connectivity section of this manual on page 4.

If you do not have an Xbox *Live* account, you can sign up for one. Select Multiplayer from the Main Menu and then select Play Online to take you to the Select Account screen. Press the **X** button to be taken to the Xbox Dashboard to create a new account.

• System Link

You can connect two Xbox consoles together using an Xbox System Link Cable or hook up multiple Xbox consoles using an Ethernet hub and standard Ethernet cables. To begin a Link Play game, select Multiplayer from the Main Menu and select System Link. You will then be taken to the System Link Lobby. From here you can either create a match or join a match in progress by selecting it from the System Link Sessions screen.

Load Game

Jump back into the action where you left off. To load a save game, first select the save game you wish to load. Scroll up/down the list of saved games using the **D-pad** and load by pressing the **A** button.
Note: If you're playing for the first time, there will not be any saved games.

Options

In the Options menu, you can customise your control settings, modify control options, manage sound and video options and view the credits.

Control Settings

The Control Settings menu provides you with the following options:

■ *Invert Aim*: Inverts thumbstick controls for up/down movement. With this setting set to No, up/down on the thumbstick will move your reticle up/down. With this setting set to Yes, up/down on the thumbstick will move your reticle down/up.

■ *Vertical Sensitivity*: Adjusts the speed at which the reticle moves up/down. The further right the slider is moved, the faster the vertical speed of the reticle and vice versa.

■ *Horizontal Sensitivity*: Adjusts the speed at which the reticle moves left/right. The further right the slider is moved, the faster the horizontal speed of the reticle and vice versa.

■ *Vibration*: With this feature turned On you'll experience vibration from your controller during certain events in the game.

■ *Select Controller Layout*: Select from a left or right-handed controller layout for the thumbsticks and three different layouts for the buttons.

Audio Settings

Adjust the game's volume settings for sound effects, music and voiceovers.

■ *Effects Volume*: This setting adjusts the volume of all the sound effects in the game.

■ *Music Volume*: This setting adjusts the volume of the music in the game.

■ *Voice Volume*: This setting adjusts the volume of the character speech in the game.

Game Settings

The Game Settings menu allows you to enable or disable various features related to gameplay.

■ *Auto Aim*: If you're really up for a challenge, try setting this option to Off. When this option is On, the game will compensate and help you aim at targets.

■ *Auto Weapon Switch*: With this option On, every time you pick up a new weapon that weapon will automatically be armed. If set to Safe, then it will only automatically switch to the weapon if the weapon is considered safe (i.e., it won't switch to the RPG-7 automatically). If you prefer to switch weapons manually, turn this feature off.

■ *Violence*: Turning this off disables dismemberment on the characters as well as blood. This feature cannot be changed during the game.

Credits

See the names of the people that brought you *Soldier of Fortune® II: Double Helix*. Credits can also be seen on page 31.

PLAYING THE GAME-SINGLE PLAYER

Double Helix™

To play single player you must select Single Player from the main menu, and then choose Double Helix. From here you can choose what difficulty you prefer. The difficulty levels are described below:

SELECT DIFFICULTY LEVEL

AMATEUR
GUN FOR HIRE
CONSULTANT
SOLDIER OF FORTUNE

BACK   SELECT

- Amateur: This is the easiest difficulty level
- Gun for Hire: This is the normal setting
- Consultant: Very challenging
- Soldier of Fortune: Only the most hardened gamers venture here

Random Mission Generator

To play using the Random Mission Generator, select Single Player from the main menu and then choose Random Mission Generator. From here you can choose the parameters for randomly generating a completely unique single player experience.

RANDOM MISSION

Mission Type : Assassination
Location : Desert
Time of Day : Day
Difficulty : Amateur
Time Limit Enabled : Yes
Select Inventory : No

PLAY!

BACK   SELECT

- *Mission Type*: Choose from Escape, Assassination, Infiltration and Demolition
- *Location*: Choose from Desert, Hills, Jungle or Snow
- *Time of Day*: Choose the settings Night or Day
- *Difficulty*: Allows you to select from four difficulty levels
- *Time Limit Enabled*: Choose Yes or No to enable or disable the mission time limit.
- *Select Inventory*: Choose Yes to go to the Outfit Menu (page 16) and select weapons before starting the mission. Select No to begin the mission with the default weapon layout. For the Escape mission type, Select Inventory is not available since you begin each mission with a knife only.
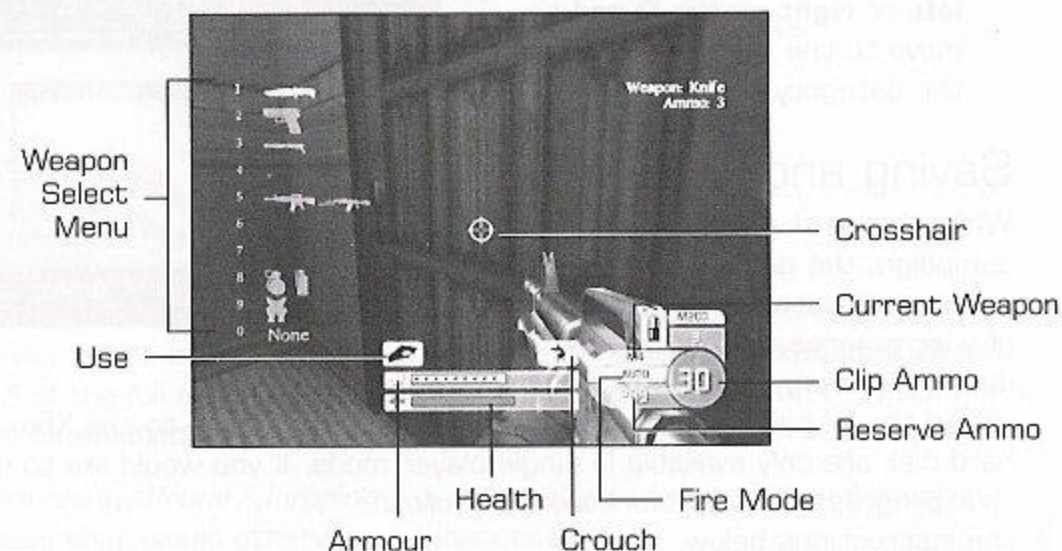- *Play*: Start the mission!

In-Game Controls

While playing a Random Mission Generator game you'll see a set of unique menus designed to help you play through the mission. While inside a mission, press the **BACK** button on your controller to access the Mission's Objectives. The Mission Objectives screen is very much like the one found in the single player campaign with a few additions. The additions are discussed below.

- *Automap* – From the Mission Objectives screen you can view the Automap by pressing the **X** button. This is an aerial reconnaissance photograph of the mission area. Use the Automap to identify where mission objectives are as well as the starting point, any structures and the extraction point.

- *Mission Info* – Press the **A** button from the Mission Objectives screen to access the Mission Info screen. Any additional information about the mission objectives can be viewed from here. In Assassination, this screen shows a photograph of the person you must assassinate. In Demolition, this screen shows reconnaissance photographs of the targets you must destroy.

HUD (Heads Up Display)

1. Health – The amount of damage you can take. Pick up health packs and medical kits to increase your health.

2. Armour – Armoured vests and helmets can be found throughout the game and on some enemies. When you take damage, some of the impact is absorbed by the protection you wear.

3. Use – An icon above your armour status bar indicates you can interact with an object in the scene. See the Hint Icon section on page 19 for details.

4. Crouch/Prone – Crouch to take cover or to crawl into low-lying windows or vents. If you're standing you will not see an icon. If you're crouched or prone, an icon will appear above your armour status bar indicating the position you're in.

5. Clip Ammo – The amount of ammo in your current weapon.

6. Current Weapon – The title of the currently selected weapon.

7. Fire Mode - This displays the fire mode (if applicable) of your currently equipped weapon.

8. Reserve Ammo – The amount of additional ammo you're carrying. Reloading depletes your reserve.

9. Crosshair – The crosshair indicates where you're aiming your weapon.

10. Weapon Select Menu – When not in other view modes (like the sniper or binocular view), you can access the Weapon Select menu. From here you can select your desired weapon. Pull the **right trigger** to confirm your selection. If there's more than one weapon in the category you've selected, press **left** or **right** on the **D-pad** to move to the other weapons in the category.
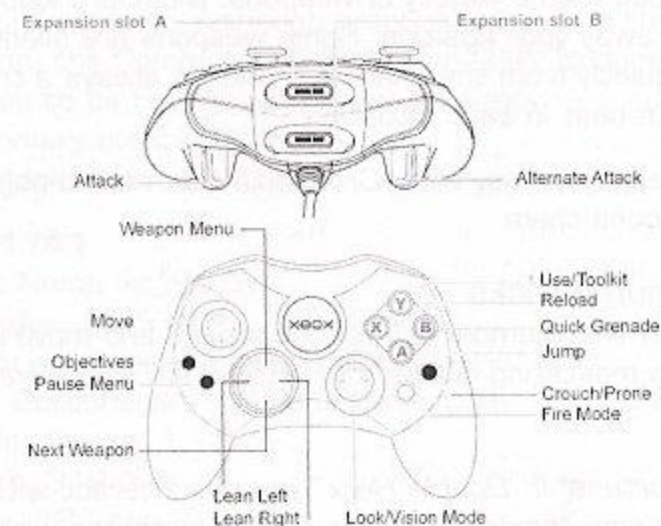
Saving and Loading

While playing the single player campaign, the game's autosave system will automatically keep track of your progress. When you die during a mission, the game will reload the last autosave or manually saved game. Saves to the Xbox hard disk are only available in single player mode. If you would like to save your progress to the Xbox hard disk, follow the instructions below.

Save Progress – To save a game, press the **START** button to access the in-game menu. Choose Save Game from the menu. On the Save screen select New Game Save from the list. You can overwrite previously saved games but be careful...once you overwrite a save game, it cannot be recovered.

Load Progress – You can continue a game by accessing the Load Game menu in either the Main Menu or the in-game pause menu. You can choose to load any of the games from the list of available save games shown on the screen. An autosave game is created whenever you begin a new level in single player; these special autosaves are identified by the name of the level. Manually saved games will display the name of the level followed by a two-digit number. Select the save game file you want and press the **A** button to load your game.

Movement

Walking and Running – Although walking is slower than running, walking allows you to move silently. You can walk by moving your **thumbstick** only half of the full range of movement in the direction you wish to walk. Moving the **thumbstick** to the maximum range will make you run at full speed.

Crouching/Prone/Jumping – Jump to dodge enemy fire and reach areas that would otherwise be inaccessible.

Click the **left thumbstick** to Crouch and take cover or to crawl into low-lying windows or vents. Double-click the **left thumbstick** to go prone.

Note: You will be unable to use your weapon or interact with objects while in the prone position, but this position makes you a smaller target for the enemy and allows you to access areas that are inaccessible while standing or crouching.

Leaning – One of the most important skills to master is leaning. Lean around a corner and shoot your enemies. You are a much tougher target to hit when leaning around a corner or other structure. To lean, press **left/right** on the **D-pad** corresponding to the direction you want to lean. To return to the centre position, simply press the **D-pad** in the opposite direction. Press it again to lean the other direction. If you run in any direction, you will automatically return to the centre position.

Special Tactics

Stealth and Taking Cover

For some missions, employing stealth tactics will increase your chances of survival. You can sneak up behind enemies and knock them out with your pistol or use your knife to silently dispatch them. If you knock them out, they will wake up eventually, so move quickly.

You'll be equipped with a variety of weapons. Most are loud and will assuredly give away your position. Some weapons are silent and allow you to strike quietly from the shadows. There's always a trade-off, so evaluate what's best in each situation.

Taking cover helps you stay alive. Crouch to hide behind objects and lean to look around them.

Using the Thumbsticks

Utilising both of the thumbsticks to look around and move is fundamental to mastering *Soldier of Fortune® II: Double Helix™*.

Use

In *Soldier of Fortune® II: Double Helix™* you can interact with certain objects in your environment. The Use button interacts with objects and also doubles as your toolkit. Information about the toolkit can be found on page 16.

Grenade Switch

The Grenade Switch function is a special purpose feature used for switching quickly between grenades and your current weapon. This feature allows you to quickly switch to a grenade without pulling up the Weapon Select menu and switching to the grenade manually. If you don't have any grenades in your weapon inventory, this button will do nothing. Press this button once to switch to your grenade, then press the button again to switch back to the weapon you were holding before you switched to the grenade.

Weapons

Personal Weapons

As you progress further into the game you'll be presented with a more comprehensive assortment of weaponry to help in all combat situations. Details about a specific weapon can be found on the Outfit menu, which is described in more detail on page 16. Here are some basic weapons and their descriptions to get you started.

High-tensile Steel Commando Knife
Game Name: Commando Knife
Fire Mode: N/A
Muzzle Velocity: N/A
Weight: .46 kg
Feed: N/A
Description: The high-tensile steel Commando Knife contains the functionality of several tools while providing its owner with a precision weapon. Although primarily used as a thrusting weapon, the Commando Knife is also finely balanced to allow the weapon to be thrown with great accuracy.
    Primary attack: Stab
    Alternate attack: Throw

M1911A1
Game Name: M1911A1
Cartridge: 0.45 ACP
Operation: Short recoil, semi-automatic
Feed: Detachable 7-round box magazine
Weight: Empty, 1.13 kg
Length: 219 mm
Barrel: 127 mm
Rifling: 6 grooves, lh, 1 turn in 406 mm
Sights: Fore, blade; rear, U-notch, adjustable for windage
Sight Radius: 164.6 mm
Muzzle Velocity: 253 m/s
Description: Original development of the M1911A1 pistol began in 1896 by John Browning and by 1908, the M1911A1 was standard issue for the United States Army. The M1911A1 successfully served the military through both World Wars and various police actions but was replaced by the smaller calibre M9 pistol in 1990. In testament to its durability, some M1911A1s can still be found in use.
    Primary attack: Semi-automatic single shot
    Alternate attack: Pistol whip
    Two pistols may be equipped with the Weapon Select menu.

AK-74

Game Name: AK-74
Cartridge: 5.56 x 5.45 mm
Operation: Gas, selective fire
Feed: 30-round plastic box magazine
Weight: Unloaded, 3.3 kg; Loaded, 3.9 kg
Length: 943 mm
Barrel: 415 mm
Rifling: 4 grooves, rh, 1 turn in 196 mm
Sights: Fore, post; Rear, U-notch
Muzzle Velocity: 900 m/s
Rate of Fire: Cyclic, 600-650 rds/min
Description: Originally introduced in the early 1970s, the AK-74 used the design of the AKM but introduced a smaller calibre round to the weapon. One of the most duplicated and used assault rifles in the world; the AK-74 is a durable, efficient and deadly weapon. Note that the muzzle flash is three times that of a normal comparable rifle.

> Primary attack: Fully automatic
> Alternate attack: Bayonet

Combat Items

■ Toolkit
The toolkit can be used to cut tripwires, pick some locks, cut power cables and a variety of other useful things. When you're near an object that can be affected by the toolkit, an icon will appear in the centre of the screen above your health and armour meters. To operate the toolkit, simply press and hold the Use button on your controller until the action is completed. A status bar appears while the action is in progress. Continue holding the Use button until the action is complete.

■ Outfit Menu
This sub screen allows you to select and equip weapons and combat items for your missions. The windows at the bottom of the screen show how many weapon and item slots you have available. Above these windows is a full rotating 3D view of the currently highlighted weapon. Press the **A** button to add the currently highlighted weapon to your weapon loadout. To cycle between the different available weapons, press **left** or **right** on the **D-pad**. A description of each weapon can be viewed by pressing the **X** button on your controller while it's selected. *Note*: If the currently highlighted weapon has an add-on available for it (e.g. fire suppressor, bayonet, etc.), you'll see an icon in the upper left corner. Press the **Black** button on your controller to add the accessory; press it again to see if any other accessories are available or to remove the currently displayed accessory. After selecting all of your weapons and items, press the **START** button on the Outfit screen to launch the next mission.

Firing/Using The Current Weapon

Pull the **right trigger** to fire the currently selected weapon. You can change the fire mode on some weapons by pressing the **White** button on your controller. For example, the AK-74 assault rifle has three fire modes including single shot, burst fire and full automatic. The current mode is displayed on the HUD to the left of your ammunition display. Some weapons, like the US SOCOM have add-ons like the laser sight which can be activated using the weapon fire mode.

Aiming Your Weapon

Your crosshair indicates where you're aiming. For the best accuracy, fire in short bursts when using automatic weapons. *Soldier of Fortune® II: Double Helix™* simulates the effect of recoil on all the weapons you use; recoil is caused by the high amount of pressure used to force the projectile from the weapon.

Grenades

Grenades have timers. If you pull and hold the **left** or **right trigger** while brandishing a grenade, you can prime the grenade and throw it in such a way that doesn't give the enemy an opportunity to throw it back or flee before the timer runs out. If you're still holding the grenade when the timer runs out, it will detonate in your hand and likely kill you. Timing a grenade throw properly is the best way to catch an enemy before they can react.

Ammo and Reloading

Check the amount of ammo in the gun's clip or magazine. If a gun runs out of ammo, you automatically reload. Be careful—reloading at the wrong time gives the enemy an opportunity to shoot at you with little to no resistance. To reload your weapons at any time, press the Reload button.

Pick up more ammo by running over dropped weapons. You can also find clips and other weapon ammunition in storerooms. Try shooting any boxes you see that may contain ammunition or other useful items.

You can select a weapon if you're out of ammo, but when you try to fire, the game automatically switches to the next available weapon. Several weapons share the same kind of ammo, so using all the ammo of any one type can render multiple weapons useless.

Weapon Scopes

Use the scope mode on a weapon equipped with a scope by pulling the **left trigger** on your controller. If the scope is capable of more than one magnification setting, zoom in by pressing **up** on the **D-Pad**. Zoom out by pressing **down** on the **D-pad**.

Mounted Weapons

To control a mounted machinegun, move behind it and aim your crosshair at the butt of the rifle. The Hand icon appears in your HUD indicating that this object may be used. Press the Use button to engage or disengage from the firing position. Pull and hold the **right trigger** to shoot.

Armour

Soldier of Fortune® II: Double Helix™ uses a sophisticated per pixel hit detection system for calculating weapon damage. Enemies with armoured vests will be harder to kill if you aim for the protected areas.

Using the Objective Individual Combat Weapon (OICW)

The OICW is a combination weapon system of a 5.56mm rifle and a 20mm grenade launcher, together with a sophisticated computerised day/night sighting system with integrated laser rangefinder and fire control unit.

This is a very sophisticated weapon, and as such, it has very sophisticated controls. To get the most out of the OICW, read the instructions for this masterpiece of modern military hardware.

- **Fire Controls**
  Firing the standard 5.56mm rifle on the OICW is identical to firing any other weapon. Simply pull the **right trigger**.

- **Scope**
  Pull the **left trigger** to activate the scope. From here there are a variety of tools at your disposal. Notice that while in the scope view there is a short list of options on the lower left side of the HUD. To move down the list of options, press the **A** button. To move back up the list of options, press the **Y** button. To change the selected option, press the **B** button.

  - Weapon: You can switch from 5.56mm mode to 20mm grenade using this option. When in 20mm grenade mode, three of the previously inaccessible options in the list become available.

  - Lase: This feature allows you to calculate the exact trajectory for your grenade to hit a specific target. Aim the crosshair at the desired target, and press the **B** button to enable the lase feature. A red dot appears in your view. Raise your crosshair until it lines up with the dot, then fire the grenade. It will hit the target you lased.

Note: The grenade launcher will not fire unless you have used the lase feature on a safe target.

- Range +: Increase the current lase range by 0.5.

- Range −: Decrease the current lase range by 0.5.

- Nightvision: Activate the nightvision capabilities of the scope to see enemies in the dark.

- **Threat Detection**
  The OICW also determines a target's threat value and displays it in the scope view. Enemies have a red box around them.

Hint Icons

Hint icons appear on the HUD above your armour bar on the left side. These icons indicate that something in the scene directly in front of your crosshair can used.

The Hand icon signifies that you can operate something in front of your crosshair (like a door, mounted gun or lever). Press the Use button to interact with the object.

The Locked icon signifies doors or boxes that can be opened using your toolkit. Information about using your toolkit can be found on page 16.

The Explosive Charge icon shows when you can place an explosive charge somewhere. Some missions require you to use explosives in order to complete objectives, so keep a lookout for this icon. This, like the Locked icon, is a function of the toolkit. Information about using your toolkit can be found on page 16.

Other icons appear in the game depending on the circumstances. If you see a Hint icon, press the Use button to activate the object the icon refers to.
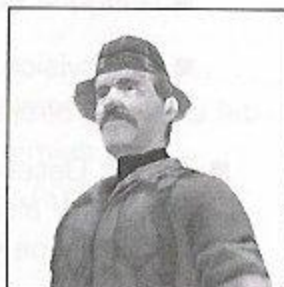
Mission Objectives

Your mission objectives are accessible during a single player game if you reach a point where you're not sure what to do next. Press the **BACK** button to activate the Mission Objectives screen during gameplay. A text message appears when you complete an objective or an objective has been added or changed.

CHARACTERS AND ENEMIES

The Heroes

John Mullins

Born and raised in Southwest Oklahoma, Mullins served three tours in Vietnam, earning three Purple Hearts. He was also a member of the controversial PHOENIX group created to assassinate high ranking Vietcong officers. Mullins retired from the military to become a "consultant," or mercenary, 12 years ago. He now takes jobs from the U.N. anti-terrorist group called The Shop. With a medium build, Mullins boasts strength and speed that few men possess. You are in control of John Mullins throughout the course of the game.
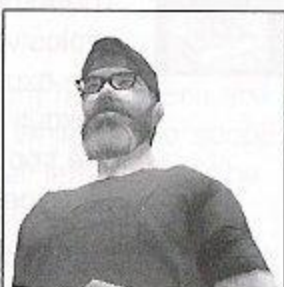
Madeline Taylor

With the death of John's lifelong friend and partner, Hawk, The Shop looked long and hard for a suitable match to Mullins can-do attitude. Although a fully trained field agent, Taylor's specialty is human medical research, making her an invaluable ally in the fight against chemical and biological weapons.

Sam Gladstone

Bookstore owner and part-time employee of The Shop. A Captain in Vietnam, Gladstone excelled at recon, later spending several years with the CIA. 62 years old. Bearded. You will meet Sam when you visit Goldberg's Used Books. He'll put you in contact with The Shop and get you the equipment and information you need to complete your missions.

The Bad Guys

The terrorist organisation you're going after should not be taken lightly. Their leader is a madman with hundreds of loyal subjects at his disposal, willing to die on command. But you'll find that out soon enough. You'll encounter gang members, enemy soldiers and numerous thugs en route to completing *Soldier of Fortune® II: Double Helix.*™

These men and women command an arsenal of weaponry and assault vehicles and should be considered armed and dangerous. Shoot to kill and take them down before they take you down. Civilian lives and the fate of the world are in your hands.

Get In There!

You're ready to go! Customise your settings, and then choose a difficulty level. Good luck! You're going to need it.

MULTIPLAYER/ONLINE

Soldier of Fortune® II: Double Helix™ features a variety of different game modes for multiplayer combat. More importantly one needs to understand the differences between the single player campaign mode and the multiplayer modes. For example, you're limited in the number of weapons/items you can carry in Multiplayer. Multiplayer also gives you access to a couple of new weapons and items that are not available in the single player campaign.

Some of the specific differences between single player and multiplayer:

	SINGLE PLAYER	MULTIPLAYER
Grenades	You can carry up to 6 of each type of grenade.	You can carry up to 2 of each type of grenade.
M4	Built in grenade launcher does massive damage to enemies with a larger radius of damage.	Grenade damage is reduced as well as the radius of damage.
All Handguns	Handguns have a slower rate of fire. The rate of fire is limited to the speed of the fire and recoil animation.	Handguns are much faster. The rate of fire is only limited by how fast you can pull the trigger.

Multiplayer Menu

Note: System Link and Xbox Live will be unavailable when there is no cable plugged into the Ethernet (RJ-45) port on the back of the Xbox video game system.

Play Online

This feature allows you to play *Soldier of Fortune® II: Double Helix™* using the Xbox *Live* feature. If you already have an Xbox *Live* account, simply select your Xbox *Live* account to see the available options.

Quick Match – Quick Match automatically searches for a game and gives you the option to decline or search again. If the system is unable to find a game, you can create your own.

Optimatch – This feature allows you to specify what settings you prefer to play with, like a specific game type, map or dedicated server. Choose your game preferences and then select Show Sessions to search for games that match your settings.

Create Session – Host your own game based on server settings you specify.

Friends – Look for friends online.

Options – You can change any of the standard game options from here as well as options specific to online play.

Content Download – Connect to Xbox *Live* Content Download to search for bonus maps you can download to your Xbox hard disk.

Sign Out – Sign out of Xbox *Live*.

System Link

System Link allows you to join separate Xbox video game systems connected via a Local Area Network (LAN) or an Xbox System Link Cable to use multiple Xbox video game systems in one game. Each Xbox supports one player. Once you select System Link, you have the option of either joining a match in progress on another Xbox on the LAN, or creating a match for other Xbox video game systems to join.

Join Session – Join a match already in progress on another Xbox. Selecting this takes you to a menu where you can choose from available matches on other system linked Xbox video game systems.

Create Session – Selecting this takes you to a screen where you can select a game type and choose maps and options for the match you want to create. See Game Options on page 26.

Options

Control Settings

This set of options is identical to the options found in single player. Information about these options can be found on page 8.

Audio Settings

This menu is identical to the menu available in the single player campaign except for the addition of the Voice Settings menu. (Not available in System Link.) You can access the Voice Settings menu and adjust additional options related to using the voice features. Here are the different options:

- *Voice Mask* – Changing this setting affects how you sound to other players. Choose from any of the available voice mask options or set it to None if you wish to use your real voice.

- *Enable Voice* – If you don't have a headset or wish to disable the voice features in the game, set this option to No.

- *Walkie Talkie Function* – Setting this to Toggle Active allows you to toggle Walkie Talkie On or Off by pressing the **White** button. Setting this to Default means that Walkie Talkie is only used while holding down the **White** button. When it is not held down, the players within a certain proximity can hear you. Note that if you are eliminated, you will be unable to broadcast to active players, only to other players in your walkie talkie channel that have been eliminated.

- *Walkie Talkie HUD* – If you would like to hide the Walkie Talkie HUD display from the screen, set this option to Hide. Default is set to Show.

Game Settings

Most of this menu is different from the single player game.

- *Name* – This option is only available in System Link and allows you to change your player name.

- *Auto Switch Weapons* – If you would like the game to switch weapons for you whenever you run over a new weapon, set this to Always. If you set it to Safe, the game will only switch weapons automatically if the weapon is safe. (It will not switch to the RPG-7, MM1 Grenade Launcher, etc.) Set to None to disable auto weapon switching.

- *Weapon Selection* – By default this is set to Menu, which means that every time you switch a weapon you must pull up the menu, select it, then pull the **right trigger** to use it. If this option is set to Fast, you'll be able to cycle through your weapon arsenal by pressing **up** or **down** on the **D-pad** without using the menu.

Note: When Fast is selected, your controller layout in the Options menu will still reflect the menu setting.

- *Auto Reload* – With this Off, you'll have to reload your weapons by pressing the Reload button. By default this is enabled, which means that once the ammo loaded into your current weapon is expunged, the game automatically reloads the weapon for you, assuming you have ammunition reserves for that weapon.

- *Identify Target* – This determines the position of the player's name when you see it on the screen.

- *Violence* – Turning this Off disables dismemberment on the characters as well as blood.

- *Vibration* – With this feature turned On, you'll experience vibration from your controller during certain events in the game.

Game Types

Deathmatch – Standard multiplayer mayhem where every player is out for himself. Take the other players out before they take you out.

Team Deathmatch – Team up with your friends to take down other teams of players in the deathmatch arena. Each team can choose a skin package from one of five unique teams.

Capture the Flag – Help your teammates find the enemy's flag and return it to your base for points. Defend your flag at all costs from the enemy onslaught.

Elimination – This is a game type that is essentially "last person standing," but team-based. Each team tries to eliminate all of the other players on the opposing team. When a player is eliminated, he or she is out for the rest of that round.

Infiltration – One team is on the offensive and must infiltrate the other team's position. The offensive team must steal a set objective and retreat back to their original insertion point. The defending team must stop the infiltrators from escaping with the objective before the time limit expires. Once a player is eliminated, they will not be able to play again until the next round.

Demolition – One member on the blue team is given a bomb and must plant it at one of two sites to win the round. The red team must defend both sites and prevent the bomb from going off by either eliminating the blue team or defusing the bomb.
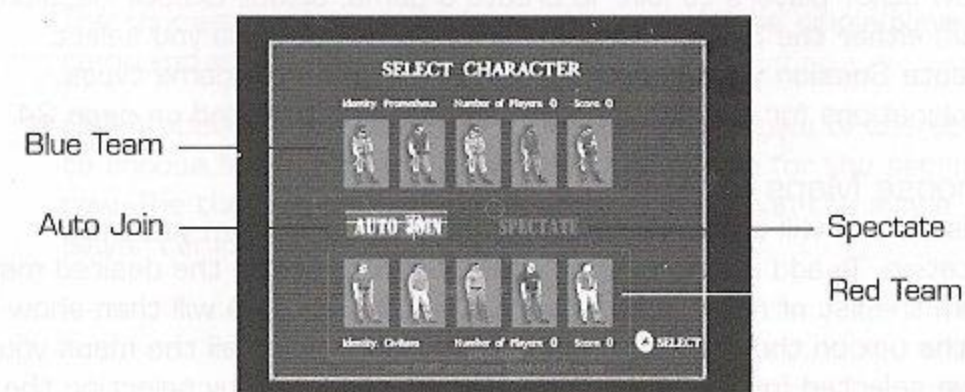
Joining a Game

When joining any game other than Deathmatch, you'll be presented with some options before being thrown into the fray.

Character Select

When playing non-team games you'll be presented with the option to choose your appearance from one of the available characters. The character you choose determines how you appear to other players.

Team Select

You can choose to be on the red team or the blue team, plus choose your appearance from a group of models.

1. Blue Team – Choose from one of the five available models on the blue team.

2. Auto Join – By selecting this option the game will choose a team for you.

3. Spectate – This will allow you to join as an observer but not actually participate in the game.

4. Red Team – Choose from one of the five available models on the red team.

Weapon Outfitting

You can access the Weapon Outfitting menu at any time during the match by pressing **START** and selecting the Weapon Outfitting option. If you're in the middle of a match and you change your outfitting, the change will not take affect until you die or the match restarts.

Primary – Choose your primary weapon.

Secondary – Choose your secondary weapon.

Pistol – Choose your favourite pistol.

Grenade – Choose your grenade outfitting.

Accessory – Choose one accessory to take with you.

Create a Game

Creating a game will allow you to specify the rules of the game and allow other players to join. To create a game, select Create Session from either the System Link or Xbox *Live* menu. Once you select Create Session you must choose from the available game types. Explanations for the different game types can be found on page 24.

Choose Maps

This screen will allow you to add or remove maps from your map rotation. To add a map to your game session, select the desired map from the list of maps in the box on the left. The map will then show up in the box on the right. The box on the right shows all the maps you have selected for your game. If you start the game by selecting the Start option at the bottom of the screen, the game will launch using the default game settings and people may join. If you want to specify some of the game settings, press the **X** button on the Choose Maps screen to access the Game Options menu. You may also select a randomly generated map from the list of maps. Press the **Y** button to access the options for the randomly generated map.

Game Options

This section allows you to adjust various settings for your game.

Note: Not all settings apply to all game types.

- *Score Limit* – When the score limit is hit, the match ends.

- *Time Limit* – The match ends when the time limit is reached regardless of the score.

- *Max Players* – The maximum number of players allowed in the game.

Note: With lower bandwidth DSL (128k upload speeds), your gameplay may be affected if you have more than 6 players.

- *Private Slots* – Only people in your Friends list can join private slots. These slots are subtracted from your Max Players. Note: Does not work on dedicated sessions.

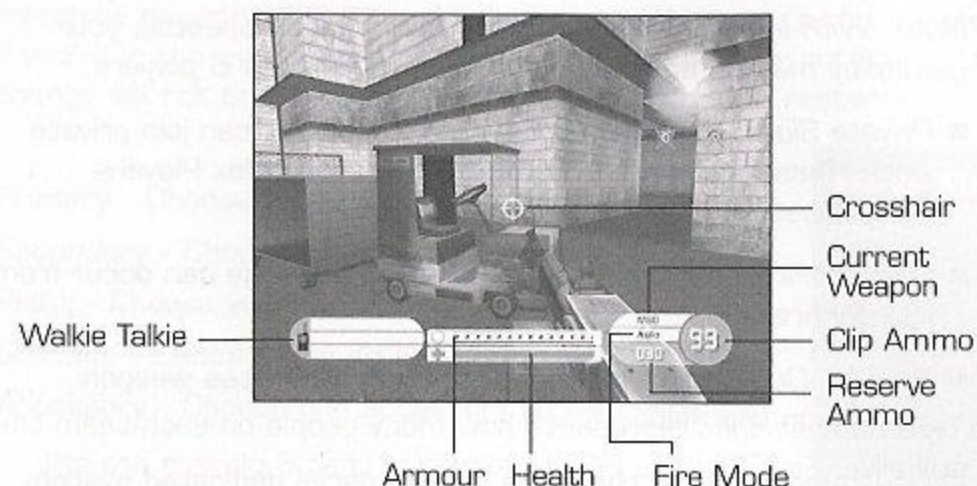- *Friendly Fire* – With this option enabled, damage can occur from friendly fire.

- *Pickups Disabled* – Enabling this option eliminates weapon pickups on the map.

- *Dedicated* – Starts the game in the special dedicated system mode where players can join your game but you cannot play from the dedicated Xbox video game system.

- *DM Models 1* – In deathmatch there are two rows of characters to choose from. This option chooses the theme for the first row. The themes are based on characters seen in the single player campaign mode.

- *DM Models 2* – In deathmatch there are two rows of characters to choose from. This option chooses the theme for the second row. The themes are based on characters seen in the single player campaign mode.

Multiplayer HUD

Crosshair
Current Weapon
Clip Ammo
Reserve Ammo

Walkie Talkie

Armour   Health   Fire Mode

1. Walkie Talkie – The Walkie Talkie feature allows you to talk to other players or synchronise your strategy with teammates using the Xbox communicator headset. When a player is talking to you, their name will appear in one of the available walkie-talkie slots on the HUD.

2. Armour – This displays your current armour.

3. Health – This displays your current health.

4. Current Weapon – This shows the name of your currently equipped weapon.

5. Fire Mode – This displays the fire mode (if applicable) of your currently equipped weapon.

6. Reserve Ammo – This displays your ammunition reserves.

7. Clip Ammo – This displays how much ammo you have physically loaded into the weapon. Add this to your reserves for your total ammunition count.

Additional Multiplayer HUD Elements

Team Games

When playing team games in *Soldier of Fortune® II: Double Helix™* you will see additional HUD icons on your screen.

When playing Capture the Flag you'll have two flag icons above your armour status bar. One of the flags will be red, indicating the status of the red flag, and the other blue, indicating the status of the blue flag.

When a flag is taken there will be an audio alert as well as a new flag icon above your armour status bar. This icon will identify that you are currently holding that flag.

The radar is located at the top right side of your screen during any team game. The radar will display flags or any other objective if it is within the radar area, and it will also help you identify teammates and opponents.

The score is located just underneath the radar display. The two icons represent the score for both blue and red teams respectively. For individual player scores, press the **BACK** button. If you're playing Infiltration or Elimination there will also be a number that represents how many people on each team that are still alive. So if you see 6/8, that means that 6 players are still alive, and 2 are dead.

In some team games like Infiltration you'll have a timer displayed between the red and blue scores below the radar. This is how much time is left in the round.

When playing Infiltration, the Briefcase icon will appear over your armour status bar whenever someone is carrying the briefcase.
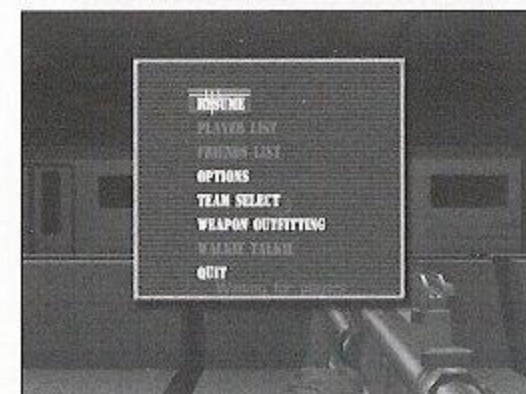
Multiplayer In-game Menu

If you press **START** while in a multiplayer game, you'll be presented with a vastly different menu than while playing the single player campaign mode. Remember while playing in multiplayer, if you press **START**, the game continues while you're in the menu; it does not pause the game.

Resume – This will take you back into the game.

Player List – This displays a list of all the people currently playing with you as well as players that have recently left the game session.

Friends List – When playing on Xbox *Live*, this feature allows you to view your Friends list. Here, you can also choose to appear Online or Offline.

Options – See Options on page 23.

Team/Character Select – Use this to choose a team if you're playing a team game. You can't switch teams more than once in a 5 second period.

Weapon Outfitting – Use this if you need to change your weapon outfitting. See Weapon Outfitting on page 26 for more info.

Walkie Talkie – This is a feature that allows you to only send or receive messages from a certain team, or switch to a different channel.

Quit – Use this if you need to exit the game and return to the Multiplayer main menu.

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